

## **BIIML14 - Bristol, United Kingdom, March 6th-7th, 2014.**

### **Edited by**

[John Cook](#) \*

[Patricia Santos](#) \*

[Yishay Mor](#) \*\*

\* [Designing for Digital Learners](#), University of West of England, Bristol, UK

\*\* Independent Consultant, London, UK

**The Bristol Ideas in Mobile Learning** Symposium brought together practitioners, industry players and researchers who exchanged their visions of how to use mobile technology to fundamentally change the way we teach and learn. Contributions offered combinations of conceptual, critical, design, empirical, theoretical or experimental work that related in some way to the Symposium's broad themes and/or the three trends it identified. We invited either -ideas- paper abstracts or -ideas- for the mobiLearnFest component of the Symposium around the broad themes of: innovation, creativity and sustainability for mobile learning. However, we had a strong preference that papers addressed at least one of the following three trends of mobile learning state-of-the-art research. For details: <http://cloudworks.ac.uk/cloud/view/8498>

- \* Focus on new patterns of connected social learning and work-based practices.
- \* Focus on designing for -mobile learning- at scale.
- \* Focus on the boundaries of learning that the (m) in m-learning forces us to explore.

There was a very strong European feel to the Symposium, with contributors from: Netherlands, Spain, Germany, Switzerland, Croatia, Italy, Kazakhstan, Sweden, Norway and UK. Plus we had colleagues from the USA presenting. There are various Slides, webcasts / hangouts of the event.

See: <http://cloudworks.ac.uk/cloud/view/8540>

MobiLearnFest (which was free of charge) took place between 16:00 and 18:00 on Thursday 6th of March at the Watershed and Broad Quay area. Can you dance with data? Trust intimate information with strangers? Solve historical puzzles about your city on in situ? Share your walk in the streets of Bristol? Symposium participants and the general public were able to engage with provocative experiences that challenged our perception of learning, teaching and indeed living in a constantly-connected world. Among these experiences were: augmented choreographies - using augmented reality to enhance dance in public spaces, a local history quest - using mobile phones to challenge your local knowledge, a social game using twitter where you are asked to reveal intimate details of your life, and a remotely shared walk in the city.

The Co-Chairs would like to thank the Programme Committee for all of their hard work. The event was organised by Designing for Digital Learners (D4DL) Research Group. This event is supported by QR (Quality Research) funds from UWE Bristol.

### **Participants' opinions (obtained from post-event survey)**

- *Keep the mix of disciplines. I think it worked well.*
- *The engagement using social media was brilliant with twitter. I would recommend having a responsible person to keep track of this for future symposiums. As for the roundtable discussions I feel like there wasn't really enough time to actually discuss the different ideas more than superficially.*
- *Perhaps this format should be reconsidered or alternatively, make the tables into even smaller groups.*
- *The public engagement part was interesting and I think the location of the event will allow you to engage with different types of folks - something to plan for maybe in future? I really liked the fact that the speakers / attenders were from different parts of the world and different workplaces - not just academics - this was a strength for me.*
- *A fabulous event - a lovely mix of theory, cutting edge practice, innovation and outside learning - can't wait for the next one! It would be good to have a Masters/PhD students part, maybe they could attend for a day at a reduced cost.*
- *Great event, very well-balanced (and rare) mix of socialising, practice-orientation and research; much more interesting and productive than the big conferences ...*